APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/698,507	10/26/2000	Rolf E. Carlson	xRCa-12	3367

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EXAMINER
HOFFMAN, BRANDON S

ART UNIT	PAPER NUMBER
2136	

DATE MAILED: 10/05/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)
	09/698,507	CARLSON, ROLF E.
	Examiner	**Art Unit**	
	Brandon S. Hoffman	2136	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE <u>3</u> MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on <u>*12 July 2005*</u>.
2a)☐ This action is **FINAL**.   2b)☒ This action is non-final.
3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-70* is/are pending in the application.
    4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5)☐ Claim(s) _____ is/are allowed.
6)☒ Claim(s) *1-70* is/are rejected.
7)☐ Claim(s) _____ is/are objected to.
8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.
10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.
    Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
    Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
    a)☐ All   b)☐ Some * c)☐ None of:
      1.☐ Certified copies of the priority documents have been received.
      2.☐ Certified copies of the priority documents have been received in Application No. _____.
      3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
    * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)
1)☒ Notice of References Cited (PTO-892)
2)☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3)☒ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date <u>*7-12-05*</u>.
4)☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5)☐ Notice of Informal Patent Application (PTO-152)
6)☐ Other: _____ .

DETAILED ACTION

1.   Applicant's affidavits, filed July 12, 2005, have been considered and are

persuasive. However, a new ground of rejection is being made in view of

Ramasubramani et al. (USPN 6,233,577) and Vuong et al. (USPN 5,762,552).

Claim Rejections - 35 USC § 112

2.   The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly
> claiming the subject matter which the applicant regards as his invention.

3.   Claim 7 rejected under 35 U.S.C. 112, second paragraph, as being indefinite for

failing to particularly point out and distinctly claim the subject matter which applicant

regards as the invention.

4.   Claim 7 recites the limitation "said asymmetric keys" in line 2. There is

insufficient antecedent basis for this limitation in the claim.

Rejections

5.   The text of those sections of Title 35, U.S. Code not included in this action can

be found in a prior Office action.

Claim Rejections - 35 USC § 103

6.   Claims 1-70 are rejected under 35 U.S.C. 103(a) as being unpatentable over

Ramasubramani et al. (U.S. Patent No. 6,233,577) in view of Vuong et al. (U.S. Patent

No. 5,762,552).

Regarding claims 1, 11-13, 17, and 47, Ramasubramani et al. teaches a casino gaming system, comprising:

- A plurality of gaming machines (fig. 3, ref. num 302);

- A gaming server (fig. 3, ref. num 114) comprising: a plurality of keys (fig. 3, ref. num 326), each of said plurality of keys including a time stamp, said time stamp indicating a period of time for which each of said plurality of keys is used (col. 10, lines 47-59); a random number generator that generates said plurality of keys; and an encryption algorithm (col. 10, line 60 through col. 11, line 17),

- A network bus interconnecting said plurality of gaming machines and said gaming server, said network bus used to transmit information between said plurality of gaming machines and said gaming server (fig. 3, ref. num 102),

- Said gaming server transmitting said at least one of said plurality of keys over said network bus to at least one of said plurality of gaming machines where said key is decrypted (col. 4, lines 29-50),

- Said at least one of said plurality of gaming machines using said at least one of said plurality of keys to encrypt said information (fig. 1, step 5, client encrypts session key),

- Said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus (fig. 1, step 5, client sends the encrypted session key over the network).

Ramasubramani et al. does not specifically teach the client and server to be a

gaming machine and a gaming server. However, Vuong et al. teaches a gaming

machine and a gaming server (fig. 1, ref. num 14 and 16).

It would have been obvious to one of ordinary skill in the art, at the time the

invention was made, to combine using a gaming machine and a gaming server, as

taught by Vuong et al., with the system of Ramasubramani et al. It would have been

obvious for such modifications because gambling provides a euphoric feeling to users,

with the added benefit of being able to play at home.

Regarding claim 25, Ramasubramani et al. teaches a method for communicating

information using a casino gaming system having at least one gaming machine and a

gaming server, said method comprising the steps of:

- First transmitting at least one of a plurality of keys stored at said gaming server

  over said first communication link from said gaming server to said at least one

  gaming machine (col. 4, lines 29-50);

- Establishing a first communication link between said at least one gaming

  machine and said gaming sever (fig. 1, step 1, client initiates a connection);

- Encrypting information sent from said at least one gaming machine using said at

  least one of said plurality keys (fig. 1, step 5, client encrypts session key);

- Second transmitting said encrypted information over said first communication link

  from said at least one gaming machine (fig. 1, step 5, client sends the encrypted

  session key over the network); and

- Decrypting said received encrypted information (col. 5, lines 27-47).

Ramasubramani et al. does not specifically teach the client and server to be a

gaming machine and a gaming server. However, Vuong et al. teaches a gaming

machine and a gaming server (fig. 1, ref. num 14 and 16).

It would have been obvious to one of ordinary skill in the art, at the time the

invention was made, to combine using a gaming machine and a gaming server, as

taught by Vuong et al., with the system of Ramasubramani et al. It would have been

obvious for such modifications because gambling provides a euphoric feeling to users,

with the added benefit of being able to play at home.

Regarding claim 38, Ramasubramani et al. teaches a casino gaming system for

communicating information using asymmetric key pairs that includes a private key and a

public key, said casino gaming system comprising:

- A plurality of gaming machines (fig. 3, ref. num 302);

- A certificate authority server including a memory storing at least a plurality of said

  public keys of said asymmetric key pairs (fig. 3, ref. num 114 and 326);

- A network bus interconnecting said plurality of gaming machines and said certificate authority server (fig. 3, ref. num 102),

- Said certificate authority server transmitting at least one of said plurality of public keys over said network bus to at least one of said plurality of gaming machines wherein said certificate authority server signs said at least one of said plurality of public keys transmitted over said network bus (col. 4, lines 29-50),

- Said at least one of said plurality of gaming machines using said at least one of said plurality of said public keys to encrypt information (fig. 1, step 5, client encrypts session key),

- Said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus (fig. 1, step 5, client sends the encrypted session key over the network).

Ramasubramani et al. does not specifically teach the client and server to be a gaming machine and a gaming server. However, Vuong et al. teaches a gaming machine and a gaming server (fig. 1, ref. num 14 and 16).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine using a gaming machine and a gaming server, as taught by Vuong et al., with the system of Ramasubramani et al. It would have been obvious for such modifications because gambling provides a euphoric feeling to users, with the added benefit of being able to play at home.

Regarding <u>claims 49 and 55-57</u>, <u>Ramasubramani et al.</u> teaches a casino gaming

system connected to at least one outside computer via an outside network, said casino

gaming system comprising:

- A gaming server (fig. 3, ref. num 114);

- A plurality of gaming machines located in a casino (fig. 3, ref. num 302);

- A network bus connected to said gaming server and each of said plurality of

   access switches (fig. 3, ref. num 102);

- Said outside network connected to said gaming server (fig. 3, ref. num 102

   connected to 114).

<u>Ramasubramani et al.</u> does not teach a plurality of access switches, connecting

the gaming machine to the access switch when said one of said plurality of gaming

machines is idle, or one of said plurality of access switches connecting one of said

plurality of gaming machines and said outside computer over said outside network.

<u>Vuong et al.</u> teaches a plurality of access switches, each one of said plurality of

access switches individually connected to a different one of said plurality of gaming

machines; connecting the gaming machine to the access switch when said one of said

plurality of gaming machines is idle; and one of said plurality of access switches

connecting one of said plurality of gaming machines and said outside computer over

said outside network, so as to enable a remote player of said outside computer to play

said one of said plurality of gaming machines (fig. 8A and col. 13, line 63 through col. 14, line 14).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine connecting the gaming machine to the access switch when said one of said plurality of gaming machines is idle, as taught by Vuong et al., with the system of Ramasubramani et al. It would have been obvious for such modifications because selecting an idle machine prevents errors from occurring on a machine that is being simultaneously used by two different people.

Regarding claims 58, 68, and 70, Ramasubramani et al. teaches a method for communicating with a plurality of gaming machines in a casino, said plurality of gaming machines connected to a gaming server, said method comprising the steps of:

- Providing a secured communication link between said outside network and said identified one of said plurality of gaming machines, so as to enable the remote player to play a casino game at said identified one of said plurality of gaming machines (fig. 1, step 6, a secure connection is created).

Ramasubramani et al. does not teach receiving a request from an outside network for an identified one of said plurality of gaming machines, or delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use.

Vuong et al. teaches receiving a request from an outside network for an identified one of said plurality of gaming machines, said request initiated by a remote player; and waiting for an idle gaming machine and delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use (fig. 8A and col. 13, lines 63 through col. 14, line 14).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine waiting for an idle gaming machine and delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use, as taught by Vuong et al., with the system of Ramasubramani et al. It would have been obvious for such modifications because waiting for a machine to be idle prevents errors from occurring on a machine that is being simultaneously used by two different people.

Regarding claims 2-5, 18, 19, 26, 27, and 54, the examiner takes Official notice that said plurality of keys are symmetric session keys, wherein the keys use DES or triple-DES algorithms. It would have been obvious to use symmetric session keys because symmetric keys are faster.

Regarding claims 6, 20, 28, and 53, Ramasubramani et al. as modified by Vuong et al. teaches wherein said plurality of keys comprise asymmetric key pairs (col. 3, line 60 through col. 4, line 8).

Regarding claims 7, 21, and 29, Ramasubramani et al. as modified by Vuong et al. teaches wherein said asymmetric keys are session keys (col. 3, lines 48-59).

Regarding claim 8, Ramasubramani et al. as modified by Vuong et al. teaches wherein said asymmetric key pairs comprise Rivest, Shamir, and Adleman (RSA) algorithms (col. 4, lines 3-8).

Regarding claims 9, 30, and 40, Ramasubramani et al. as modified by Vuong et al. as modified by Vuong et al. teaches wherein said gaming server is interconnected to an outside network (col. 4, lines 52-66).

Regarding claims 10, 31, 41, 50, and 67, Ramasubramani et al. as modified by Vuong et al. teaches wherein said outside network is the Internet (col. 4, lines 52-66).

Regarding claims 32 and 46, Ramasubramani et al. as modified by Vuong et al. teaches wherein said gaming server further comprises a random number generator that generates said plurality of keys (col. 10, line 60 through col. 11, line 17).

Regarding claims 14, 22, and 42, Ramasubramani et al. as modified by Vuong et al. teaches wherein said encrypted information is transmitted over said network bus to another of said at least one gaming machines (fig. 2, ref. num 104 and 110).

Regarding claims 15, 23, and 43, Ramasubramani et al. as modified by Vuong et al. teaches wherein said encrypted information is transmitted over said network bus to said gaming server (fig. 1, step 5, client sends the encrypted session key over the network).

Regarding claims 16, 24, and 44, Ramasubramani et al. as modified by Vuong et al. teaches further comprising:

- An outside network connected to said gaming server (fig. 2, ref. num 104); and

- A remote computer connected to said outside network wherein said encrypted information is transmitted over said network bus and said outside network to said remote computer (fig. 2, ref. num 110).

Regarding claim 33, Ramasubramani et al. as modified by Vuong et al. teaches further comprising the steps of encrypting each of said plurality of keys transmitted from said gaming server to said at least one gaming machine (col. 5, lines 41-47).

Regarding claim 34, Ramasubramani et al. as modified by Vuong et al. teaches wherein said step of second transmitting further comprises transmitting said encrypted information over said first communication link to another of said at least one gaming machine (fig. 2, ref. num 104 and 110), and wherein said step of decrypting further comprises decrypting said received encrypted information at said another of said at least one gaming machine (col. 5, lines 27-47 and col. 9, lines 8-47).

Regarding <u>claim 35</u>, <u>Ramasubramani et al.</u> as modified by <u>Vuong et al.</u> teaches

wherein said step of transmitting further comprises second transmitting said encrypted

information over said first communication link to said gaming server, and wherein said

step of decrypting further comprises decrypting said received encrypted information at

said gaming server (col. 5, lines 39-47).

Regarding <u>claim 36</u>, <u>Ramasubramani et al.</u> as modified by <u>Vuong et al.</u> teaches

further comprising the step of establishing a second communication link between said

gaming server and a remote computer (fig. 2, connection between 114 and 110).

Regarding <u>claim 37</u>, <u>Ramasubramani et al.</u> as modified by <u>Vuong et al.</u> teaches

wherein said step of transmitting further comprises transmitting said encrypted

information over said first communication link and said second communication link to

said remote computer, and wherein said step of decrypting further comprises decrypting

said received encrypted information at said remote computer (col. 9, lines 8-47).

Regarding <u>claim 39</u>, <u>Ramasubramani et al.</u> as modified by <u>Vuong et al.</u> teaches

wherein each of said plurality of gaming machines validates said at least one of said

signed plurality of public keys received from said network bus (col. 3, lines 57-59).

Regarding <u>claim 45</u>, <u>Ramasubramani et al.</u> as modified by <u>Vuong et al.</u> teaches

wherein said network bus is connected to at least one gaming server, said certificate

authority server transmitting at least one of said plurality of said public keys to said at

least one gaming server, said gaming server encrypts information using said at least

one of said plurality of said public keys, said gaming server transmits said encrypted

information over said network bus (col. 5, lines 41-47).

Regarding claim 48, Ramasubramani et al. as modified by Vuong et al. teaches

wherein said network bus is connected to a plurality of other certificate authority servers

(fig. 4A, ref. num 356 and 358), said certificate authority server transmitting at least one

of said plurality of said public keys to said plurality of other certificate authority servers

wherein said plurality of other certificate authority servers encrypts information using

said at least one of said plurality of said public keys and transmits said encrypted

information over said network bus (col. 4, lines 29-41).

Regarding claim 51, the combination of Ramasubramani et al. in view of Vuong

et al. teaches further comprising a certificate authority server connected to said network

bus, said certificate authority server including a plurality of public keys of a plurality of

asymmetric key pairs (see fig. 3, ref. num 124 of Ramasubramani et al.).

Regarding claim 52, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said outside computer acquires one of said plurality of public

keys from said certificate authority server via said outside network and said network

bus, said outside computer using said one of said plurality of public keys to encrypt

information transmitted to said one of said plurality of gaming machines over said

outside network and said network bus (see fig. 1, step 5 of Ramasubramani et al.).

Regarding claim 59, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said step of receiving a request further comprising the steps of

entering player identification information; and providing said entered player identification

information to a database (see fig. 4, ref. num 74 of Vuong et al.).

Regarding claim 60, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said step of providing said entered player identification

information further comprises the steps of:

- Comparing said entered player identification information to said database (see

  col. 7, lines 10-32 of Ramasubramani et al.); and

- Providing said secured communication link between said outside network and

  said identified one of said plurality of gaming machines if said entered

  identification information matches an entry in said database (see col. 7, lines 10-

  32 of Ramasubramani et al.).

Regarding claim 61, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said entered player identification information is credit card

information (see col. 2, lines 43-59 of Vuong et al.).

Regarding claim 62, the combination of Ramasubramani et al. in view of Vuong

et al. teaches further comprising the steps of documenting information about the remote

player (see col. 8, lines 7-27 of Vuong et al.).

Regarding claim 63, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said documented information comprises information about the

remote player (see col. 8, lines 7-27 of Vuong et al.).

Regarding claim 64, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said documented information comprises a time for which the

remote player plays said one of said plurality of gaming machines (see col. 8, lines 7-27

of Vuong et al.).

Regarding claim 65, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said documented information comprises a location from which

the remote player is playing (see col. 8, lines 62-66 of Vuong et al.).

Regarding claim 66, the combination of Ramasubramani et al. in view of Vuong

et al. teaches wherein said documented information comprises an amount the remote

player has wagered (see col. 8, lines 62-66 of Vuong et al.).

Regarding <u>claim 69</u>, the combination of <u>Ramasubramani et al.</u> in view of <u>Vuong</u> <u>et al.</u> teaches wherein said plurality of gaming machines are located in a casino (see fig. 1 of Vuong et al.).
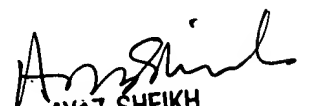
Any inquiry concerning this communication or earlier communications from the examiner should be directed to Brandon S. Hoffman whose telephone number is 571-272-3863. The examiner can normally be reached on M-F 8:30 - 5:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Ayaz R. Sheikh can be reached on 571-272-3795. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

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